

Starting Points Final Assessment: Composition

Deadline: Wednesday 24th October at 4.00 on Moodle

Remember: Your piece **MUST**:

- be for string quartet
- have a tempo indication (MM 100 is not allowed!)
- have dynamics (contrast and shaping)
- have articulation (in particular short slurs and staccato adds character)
- have a rhythmically interesting feature (but not too interesting – be careful not to be too syncopated or go against the grouping of time signature)
- use SIMPLE textures that are taken from simple models

Use the Composing Hub on www.alevelmusic.com for reference

The brief is to write a piece that follows the following **rounded binary** structure:

A (8 bars)

An 8-bar sentence OR period (either adapted and improved from a previous attempt or a new one) that ends on an IMPERFECT cadence (i.e. I-V or even better ii6-I6/4-V). Put repeat marks at the end of this section.

B (4 bars)

A circle of fifths with two chords per bar (I-IV | vii-iii | vi-ii | V), Remember that after the first bar each subsequent bar should be an EXACT sequence but you need to change the last half of the final bar so that it leads nicely into the last section from V. Either adapt your previous work OR write something new.

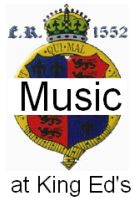
A' (8 bars)

Adapt the A idea so that it leads into a PERFECT cadence (you must use chord ii and/or a cadential I6/4 as part of your cadence). Your final cadence should land cleanly on the first beat of the last (eighth) bar of the phrase (or you can if you wish extend so it ends on the first beat of the ninth and final bar). Put repeat marks at the end of this section.

Your homework must be submitted on Moodle as TWO FILES:

File 1: the melody with Roman numeral chords labels and bass notes (if it helps you can add simple block chords to guide the harmony)

File 2: the same melody in the first violin part of the string quartet with SIMPLE accompaniments adapted from www.alevelmusic.com (Simple Quartet Textures), You must say in your submission which texture you have used (just add it as a post-it note on the score).



Starting Points Final Assessment: Composition

Deadline: Wednesday 24th October at 4.00 on Moodle

Remember: Your piece **MUST**:

- be for string quartet
- have a tempo indication (MM 100 is not allowed!)
- have dynamics (contrast and shaping)
- have articulation (in particular short slurs and staccato adds character)
- have a rhythmically interesting feature (but not too interesting – be careful not to be too syncopated or go against the grouping of time signature)
- use **SIMPLE** textures that are taken from simple models

Use the Composing Hub on www.alevelmusic.com for reference

The brief is to write a piece that follows the following **rounded binary** structure:

A (8 bars)

An 8-bar sentence OR period (either adapted and improved from a previous attempt or a new one) that ends on an IMPERFECT cadence (i.e. I-V or even better ii6-I6/4-V). Put repeat marks at the end of this section.

B (4 bars)

A circle of fifths with two chords per bar (I-IV | vii-iii | vi-ii | V), Remember that after the first bar each subsequent bar should be an EXACT sequence but you need to change the last half of the final bar so that it leads nicely into the last section from V. Either adapt your previous work OR write something new.

A' (8 bars)

Adapt the A idea so that it leads into a PERFECT cadence (you must use chord **ii** and/or a cadential I6/4 as part of your cadence). Your final cadence should land cleanly on the first beat of the last (eighth) bar of the phrase (or you can if you wish extend so it ends on the first beat of the ninth and final bar). Put repeat marks at the end of this section.

Your homework must be submitted on Moodle as **TWO FILES**:

File 1: the melody with Roman numeral chords labels and bass notes (if it helps you can add simple block chords to guide the harmony)

File 2: the same melody in the first violin part of the string quartet with **SIMPLE** accompaniments adapted from www.alevelmusic.com (Simple Quartet Textures), You must say in your submission which texture you have used (just add it as a post-it note on the score).